

This degree is designed as a multidisciplinary degree. Disciplines covered include 3D animation, programming, design, and business. Likely participants will have a desire for careers in animation, design, simulation, and programming. The digital animation concentration builds on the existing B.A.S. format. This format includes a required concentration for depth, an elective section that offers greater breadth in the discipline area, and general education requirements targeted toward courses serving employees in digital technology.

### General Admission Criteria

The Digital Animation & Game Design, B.A.S. is a course-specific degree completion program with a four-year sequence that begins promptly upon acceptance and enrollment. It is expected that students entering this technology intensive program already have solid foundation skills in dealing with personal computers (PCs). Once accepted into the program, students are expected to enroll in FSU's Digital Animation courses, i.e. DAGD 100, 101, etc. A completed Associates Degree is not required to be admitted. While students earned college credits may apply to the program, students are encouraged to apply as a freshman/first year student. Students interested in the degree should set up an advising appointment with the DAGD advisor. Official transcripts from all colleges/universities must be submitted with the Ferris application. Financial Aid may be available and may include concurrent enrollment at both institutions.

### Course Requirements

Kellogg Community College				Ferris State University			
Course	Ferris Equiv.	Kellogg CC Course Titles	Cr. Hrs.	Course	Ferris Course Titles	Cr. Hrs.	
COMM 207	COMM 121	Public Speaking	3	ENGL 311	Advanced Technical Writing	3	
ENGL 151	ENGL 150	Freshman Composition	3	ENGL 321	Advanced Composition		
ENGL 152	ENGL 250	Freshman Composition	3		or		
	VARIES	FSU General Education - Natural Sciences Elective with Lab	4	ENGL 325	Advanced Business Writing		
Kellogg CC	VARIES	FSU General Education - Natural Sciences Elective	3-4	DAGD 102	Story Development for Film & Gaming	3	
MATH 121	MATH 115	Intermediate Algebra	4	DAGD 103	3D Visualization – 3D Drawing and Sculpture	3	
MATH 122	MATH 116	Trigonometry (game dev track)	3	DAGD 230	3D Modeling & Animation I – Introduction to Computer Animation	3	
Kellogg CC	VARIES	FSU General Education - Culture Electives	6	DAGD 150	Introduction to Game Design & Development	3	
Kellogg CC	VARIES	FSU General Education - Culture Elective (must transfer at 200+ level)	3	DAGD 310	Interaction Design	3	
Kellogg CC	VARIES	FSU General Education - Self and Society Electives	6	DAGD 260	Multimedia Authoring I	3	
Kellogg CC	VARIES	FSU General Education - Self and Society Elective (must transfer at 200+ level)	3	DAGD 204	Digital Imaging for 3D	3	
ANIM 235	DAGD 101	Intermediate Animation	3	SENG 100	Introduction to Computer Programming	3	
GRDE 170	DAGD 104	Photoshop	3	TDMP 243	Field Production	3	
ANIM 234	DAGD 100	Intro to 3D Animation	3	DAGD 315	Digital Media Productions	3	
BUEN 101	MGMT 310	Entrepreneurship – Dev. Bus	3	DAGD 305	Sophomore Portfolio	3	
Kellogg CC	VARIES	Electives (3 credits must transfer at 300+ level i.e. PSYC 290 KCC = PSYC 325 FSU)	9	DAGD 340	Junior Project	3	
				DAGD 491	Applied Internship	3	
				DAGD 499	Capstone Course – Senior Project (advisor approval)	3	
<b>Total Kellogg Community College Credits</b>				<b>62-66</b>			
<p><b>Please refer to FSU's General Education Requirements at:</b>  <a href="http://www.ferris.edu/htmls/academics/gened/index.htm">http://www.ferris.edu/htmls/academics/gened/index.htm</a></p> <p>Students transferring to Ferris with the Michigan Transfer Agreement (MTA) and entering a degree program will have met a 30-hour block of lower-level general education courses. However, this does not exempt students from completing program specific prerequisites or higher-level general education course requirements. Students should contact their advisor regarding classes that meet the MTA.</p> <p>Students are encouraged to work with their Ferris advisor for selection of any electives, to ensure transferability and to minimize credits taken.</p>							
<p><b>Program Offered at:</b>  <b>Main Campus, Big Rapids</b>            College of Education and Human Services  <a href="http://www.ferris.edu/HTMLS/colleges/">http://www.ferris.edu/HTMLS/colleges/</a>            (231)591-3648</p> <p><a href="http://www.ferris.edu/transfer">www.ferris.edu/transfer</a></p>							
<p><b>Application Domain – Students must complete ONE of the following six-course concentrations</b></p> <p><b>General Domain</b></p> <p>TDMP 136 Audio Production 3</p> <p>DAGD 300 Level Design 3</p> <p>DAGD 335 3D Modeling &amp; Animation III – Rendering, Lighting, &amp; Materials 3</p> <p>DAGD 375 Advanced Modeling &amp; Animation – Character or Advanced Modeling &amp; Animation – Vehicle and Structure 3</p> <p>DAGD 385 Structure 3</p> <p>DAGD 420 Digital Visualization &amp; Simulation 3</p> <p>or</p> <p>DAGD 430 Digital FX 3</p> <p>DAGD 460 Multi Authoring II 3</p> <p><b>3D Animation Domain</b></p> <p>DAGD 335 3D Modeling &amp; Animation III – Rendering, Lighting, &amp; Materials 3</p> <p>DAGD 375 Advanced Modeling &amp; Animation – Character 3</p> <p>DAGD 385 Advanced Modeling &amp; Animation – Vehicle and Structure 3</p> <p>DAGD 430 Digital FX 3</p> <p>DAGD 380 Digital Sculpting 3</p> <p>FSU DAGD 300+ level Elective (advisor approval) 3</p> <p><b>Game Development Domain</b></p> <p>DAGD 255 Game Programming I 3</p> <p>DAGD 300 Level Design 3</p> <p>DAGD 320 Multiplayer Game Programming 3</p> <p>DAGD 355 Game Programming II 3</p> <p>DAGD 420 Digital Visualization &amp; Simulation 3</p> <p>DAGD 460 Multimedia Authoring II 3</p>							
<b>Total Kellogg Community College Credits</b>				<b>62-66</b>			
				<b>Total Ferris Credits</b>			
				<b>63</b>			
				<b>Credits Required for Degree</b>			
				<b>125-129</b>			

**Advising Notes**

It is recommended that potential applicants meet with an advisor to review the degree, course schedule, and have any questions answered prior to completing an application. Students who are completing the MTA may have different general education course requirements for the particular degree selected. Meeting with a Ferris advisor prior to the selection of general education or elective course work may reduce the chance of completing a course that will not apply toward the selected degree. Once admitted, students must continue to meet with an advisor as they work toward graduation.

**Transfer Student Orientation**

All new students to Ferris State University are required to complete an orientation.

**Online Learning**

Select courses delivered online and/or in a mixed delivery format (i.e. a mix of online and face-to-face instruction at the Ferris Main Campus or at an off-campus location). The "Online Readiness Tutorial" is required for students who register for an online *course* or are completing an online *degree*. Students must demonstrate competency in Blackboard skills. This may be done by taking a tutorial and quiz, or, for students who have already taken and passed online courses, they can submit a waiver request. Students should check with the department that offers the class to determine its particular needs and/or the Ferris advisor regarding registration for online course work.

**Reverse Transfer Agreement**

The Community College and Ferris have entered into a partnership in order to work collaboratively and creatively to increase student completion of associate and bachelor degrees. The partners work together to provide a seamless transfer experience and increase student retention and completion at both the community college and Ferris.

**Michigan Transfer Agreement (MTA)**

Ferris participates in the Michigan Transfer Agreement (MTA). This agreement will facilitate the transfer of general education requirements from one Michigan institution to another. Students may complete the MTA as part of a degree program or as a stand-alone package. The MTA consists of a minimum of 30 general education credit hours as identified by the college or university.

**Disclaimer**

This is a guide for students who plan to transfer to Ferris State University. This guide is not intended to be a contract with Ferris. The information on this guide is subject to change. Students should contact their community college or Ferris to keep informed of changes. Final responsibility for verifying all transfer information lies with the student. Please refer to the effective and/or revised date on the bottom of the guide.